

### Mac OS X Overview for UNIX Geeks

#### Session 104





### Mac OS X Overview for UNIX Geeks

**Ernest Prabhakar Product Line Manager** 

### Introduction

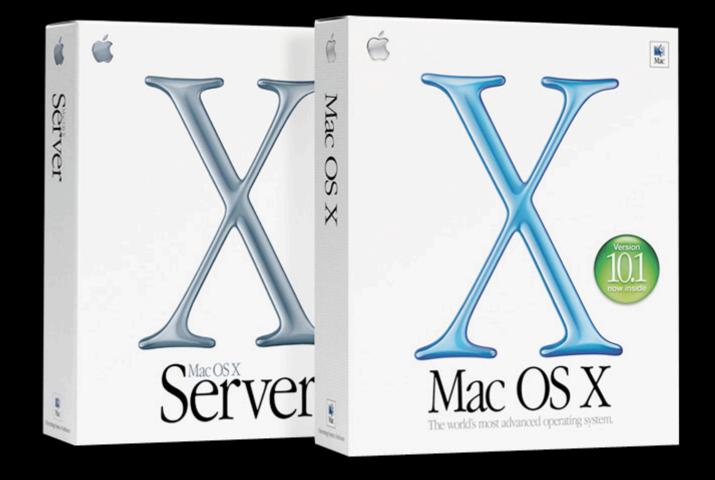
- A roadmap for UNIX developers new to the Mac
- What Mac developers know that you may not
- Help you get the most of the conference

## What You Will Learn

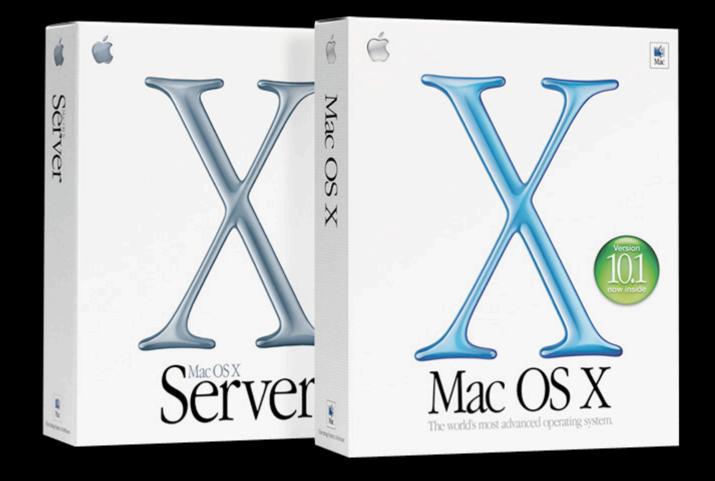
- Mac OS X Architecture
- Names and history of key technologies
- Relationship to traditional UNIX concepts
- High-level differences from prior UNIX systems
- Other conference sessions you might care about



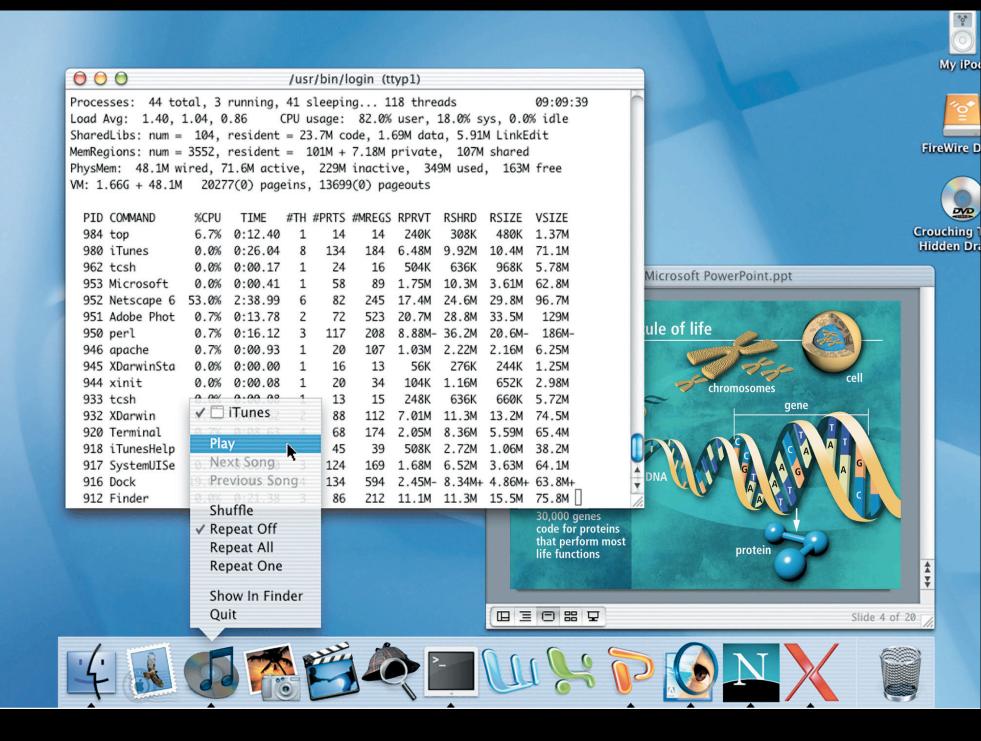




### Power of UNIX. Simplicity of Macintosh.



### Simplicity of UNIX. Power of Macintosh.



## Building the Future

#### Simplicity of UNIX

- Build on BSD
- Embrace Standards
- Participate in Open Source Development

#### **Power of Mac**

- Streamline User Interface
- Deliver Killer Graphics
- Support Digital Hub

## Coming Together



### • Macintosh faithful

- Consumers
- Creative professionals
- Small business
- Educators, students
- UNIX lovers
  - Movie studios
  - Scientists, researchers
  - In-House developers
  - Open source community

### Four Years in the Making

Graphics Standards OpenGL, PDF

Aqua/Swing Kernel threads

Jan 1999

May 1999

Java 2

#### Mac OS X Default All Hardware

Jan 2002

May 1998

March 1999

**UNIX Base** BSD 4.4, TCP/IP, NFS, shells, gcc, emacs

#### **Open Source**

Darwin Streaming Server Mac OS X Ships Bundled Developer Tools

March 2001

## Rarely Seen on UNIX

- Productivity
- Games
- Digital Lifestyle
- Media Players



QUARK

meetingmaker

symantec.



Adobe

Microsoft









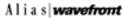


## Rarely Seen on a Mac

- Powerful Developer Tools
- Custom Science Software
- High-End Visualization
- Scalable Network Services



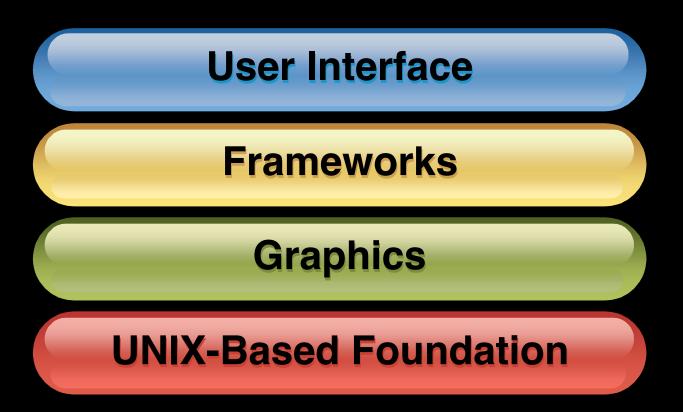








### Mac OS X Architecture

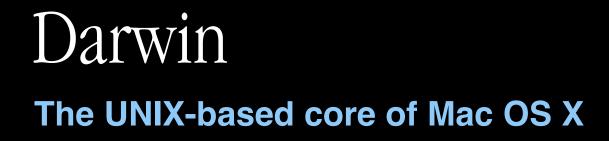


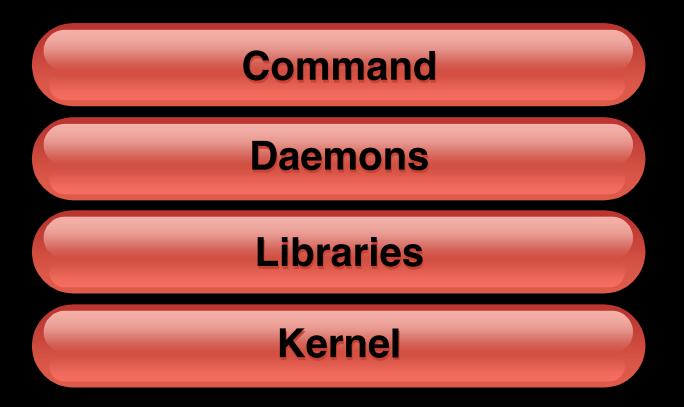
## Modularity—The Key Enabler

- Innovate at multiple levels
- Add value while preserving compatibility
- Open Source commodity pieces
- Cleanly support legacy technologies
- Coordinate multiple small teams
- Hide complexity from users and developers

### Darwin

#### **UNIX-Based Foundation**







### Familiar Environment

#### Use your favorite utilities, tools, and languages

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#### Available

- Toolkits: XFree86, Qt, Tcl/Tk
- Applications: TeX, gimp, pine

• Languages: python, ruby, g77

## Standards Based

#### For seamless networking and interoperability

Networking

- Ethernet
- Wi-Fi (802.11b)
- Bluetooth
- TCP/IP
- SSH
- HTTP
- FTP
- SMTP
- IMAP

Filesystems

- HFS, HFS Plus
- UFS (POSIX)
- DOS/FAT
- NFS, AFP
- SMB/CIFS
- WebDAV
  ISO 9660 (CD-ROM)
  UDF (DVD)

#### **Directory Services**

- UNIX /etc files
- LDAP
- NetInfo
- NIS
- Kerberos
- ActiveDirectory

## Built-in Security

**Connectivity without compromises** 

• Robust security policies

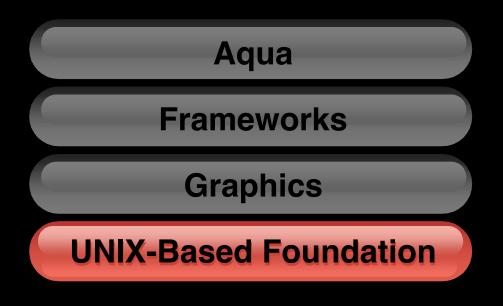
- Role-based authentication ("Administrator")
- Network services off by default
- No cleartext passwords for remote access
- Automated software updates
- Comprehensive security technologies
  - CDSA encryption for passwords
  - AES-128 encrypted volumes and folders
  - Hardware and firmware-based physical security

### Darwin Kernel

Combining compatibility and flexibility with innovation

- Compatibility—BSD 4.4
- Flexibility—Mach 3
- Innovation—Apple
  - Plug-n-Play drivers
  - Responsive multimedia
  - Instant Sleep/Wake
  - Seamless mobility

### Open Source Community development, enhancing the foundations



- Full Open Source development model
- Over 100,000 people using live source code
- Security and trust due to peer review
- Rapid bug fixes

## Common Gotchas

- HFS + and Case sensitivity
- •Almost, but not quite, POSIX
- Hey, what happened to /etc?
- Working within the framework
- Preferences vs. "dot-files"

## HFS+vs. POSIX Filesystems

- Case-insensitivity
- Fast B-Tree filename searches
- Soft links implemented as "crippled" aliases
- Hard links emulated as two aliases
- Legacy Carbon API for Resource Forks
- Support Filesystem Metadata (TYPE, CREATOR)

## Mostly POSIX

- Mac OS X implements most POSIX APIs
  - Improving as we sync with FreeBSD
  - Still working on some thread-signaling issues
- If you need it, and it is missing, it is a bug
- We do not plan to pass the conformance suite
- It's all Open Source if you want to help

## Managing Configuration Data

- The present is the NetInfo database
- The future is "Open Directory"
  - LDAP all the way, baby
  - Full flat-file support
  - Increasing NIS support
  - Still use a local database as needed
- Until then, "nicl" is your friend

## One Framework to Bind Them

- Frameworks = shared libraries + headers
- Hides implementation details from developers
- System.framework contains all the standard UNIX libraries
  - C runtime, math, curses, etc.
  - Some aliases for backward-compatibility
- Usually never need to think about it

### State Your Preference

- Application defaults in  $\sim$ /Library/Preferences
- Still use traditional ".files" for UNIX tools
- Search path for multiple domains
  - User, Local, Network, System
- Uses XML "property-list" DTD
  - Easy to edit with alternate tools

## Powerful Graphics

Graphics

#### **UNIX-Based Foundation**

### Quartz Innovative, PostScript-compatible 2D graphics engine



- Every application can generate and render PDF
- Fast anti-aliasing of line art and Unicode text
- Fully integrated ColorSync across screen and print
- Large numbers of built-in high-quality Roman and Asian fonts

### OpenGL Industry-standard for 3D rendering

- State-of-the-art architecture
- Scales from games and scientific visualization to pro rendering
- Tightly integrated software and hardware support



### QuickTime The platform behind MPEG-4 standard multimedia

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- Comprehensive APIs for high-quality video, universal imaging, and pristine sound and music
- Internet streaming using standard protocols and open source streaming software
- Widely distributed crossplatform application used by millions of customers

# Quartz Compositor

### **Coordinates 2D, 3D, video for a seamless user experience**

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- Applications draw to window backing stores to avoid redraws
- Compositor combines window backing stores into a single image, enabling transparency and other effects
- Compositor blits directly to frame buffer between screen updates to ensure complete, seamless redraws with no tearing

## What About X11?

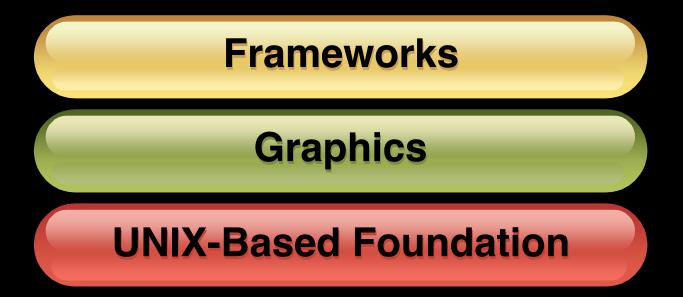
### • X11 not part of the default system

- Does not provide the services we need
- Available from third parties (e.g., XFree86)
- Lets us focus on our unique value-add

• Use higher-level Aqua-compliant APIs instead

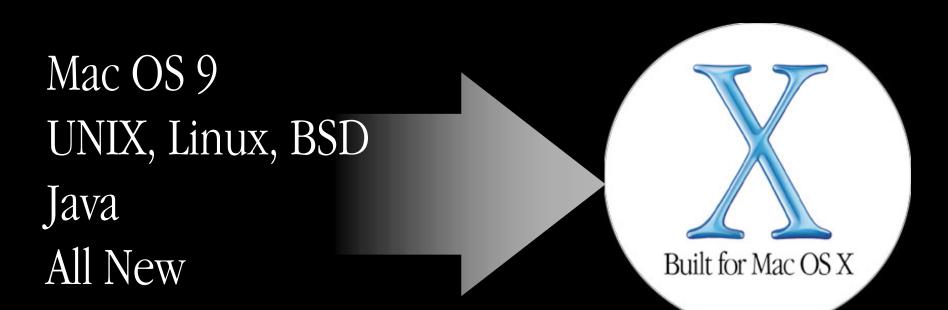
- PDF-based Quartz
- GLUT for OpenGL
- Tk for Tcl, Perl, Python
- Qt from Trolltech

## Development Capability



#### Flexible Frameworks

Help you port and build great applications – no matter where you're starting from

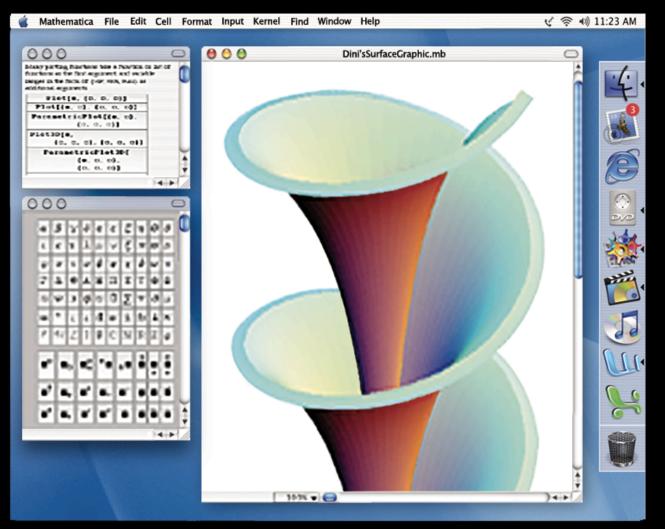


#### Classic

- Based on "Mac Application Environment"
  - Virtual Machine for UNIX
- "Blue Box"
  - Screen swap on Mac OS X Server 1.0
- Became shared-screen with Mac OS X v10.0
- Requires Mac OS 9 on disk
  - Can share same partition
- Good enough for legacy applications

#### Carbon

#### **Optimize existing applications for Mac OS X**



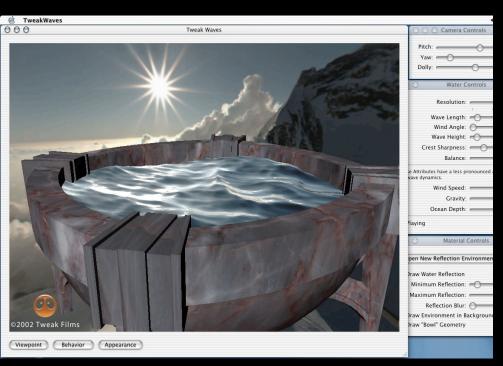
#### Carbon

- The easiest way to bring existing Mac applications to Mac OS X
  - Modernized Mac OS 9 APIs
  - Most applications 90% + compliant
- CarbonLib allows those same applications to run on Mac OS 9
- Used by major ISVs to get to Mac OS X
  - First UNIX-based OS with MS Office!
  - Mac front-end plus UNIX back-end (Mathematica)

#### Cocoa

### Modern, object-oriented programming environment for building next-generation applications

#### After Cocoa



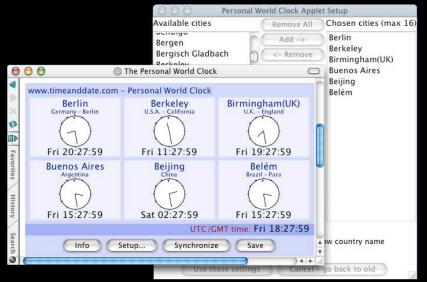
- Rich suite of pre-built widgets
- Easy to create Aqua front-ends
- Smoothly integrate with UNIX back ends
- Fully supported by Mac OS X tools
- Great alternative to traditional UNIX user interfaces

# Objective-C

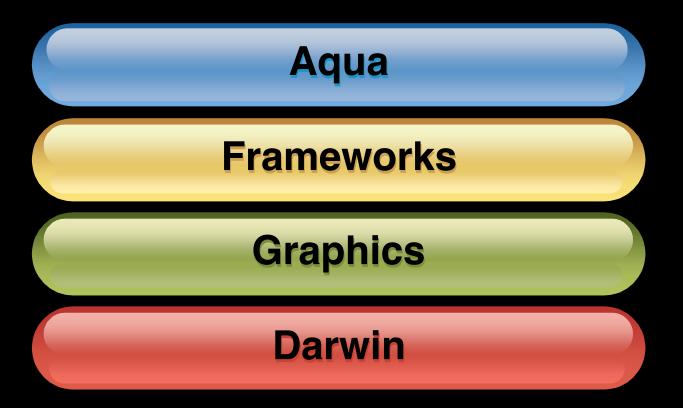
- Invented by Brad Cox, Used in NeXTSTEP
- Dynamic message dispatch (objc\_msg\_send)
- "self" pointer to class information
- •Allows weak typing, can use strong typing
- Single inheritance of implementations
- "Protocol" = "interface" = "pure abstract class"
- "Godfather" of Java

Java Take multiplatform Java applications to a new level

- Java 2 with HotSpot VM bundled with every copy of Mac OS X
- Aqua user interface for Swing applications
- Apple-invented "shared libraries" for Java
  - Reduce memory usage
  - Decrease launch times
- Accelerated 2D graphics
- Wide selection of tools and utilities



## Simplicity of Mac



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## Key Characteristics

- Aqua covers what would be multiple layers in X11 (toolkit, window manager, themes)
- •All 'normal' usage accessible via GUI
- Services: Finder, Desktop, Dock, Menubar
- Widgets: Sheets, Taskbar, Drawers
- Customizeable vs. replaceable
  - Ensures consistency of user experience and of developer targets



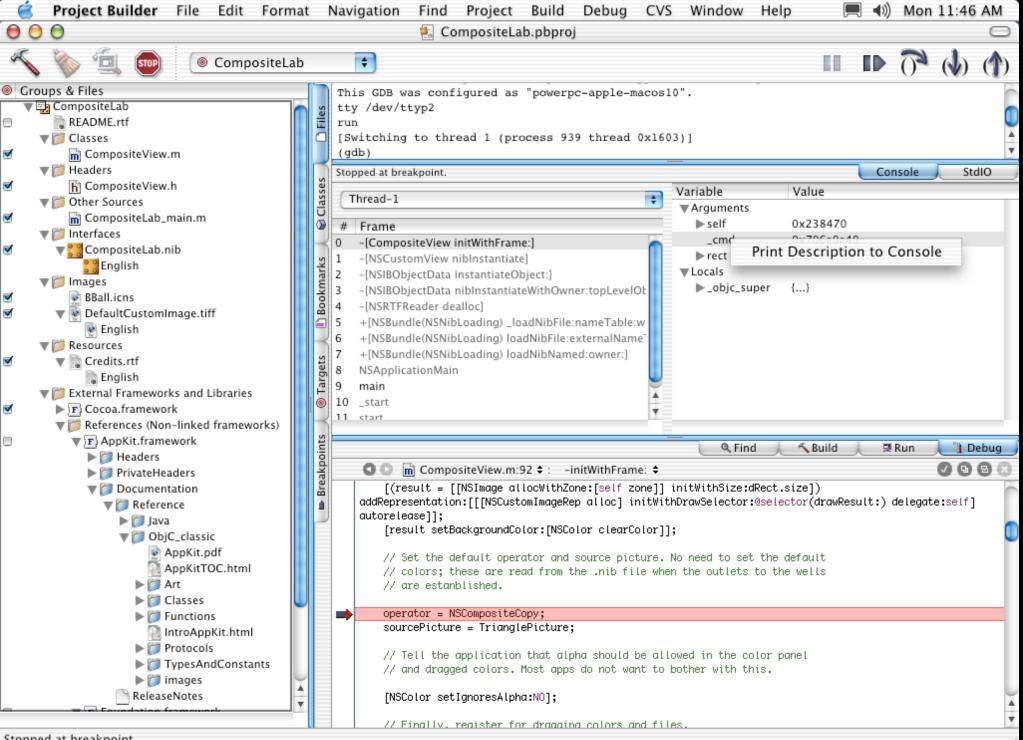
#### Bundled Developer Tools Pro-quality tools in every copy of Mac OS X Command-line Tools Visual Tools

- Gcc, Gdb
- C, C++, Objective-C, Objective-C++
- javac, rmic, java, jdb
- make, cvs, lex, yacc, ar, m4
- perl, tcl, sh, csh, AppleScript, etc.

- Project Builder IDE
- Interface Builder for GUI layout
- FileMerge (visual diff)
- IconComposer
- PackageMaker
- ThreadViewer
- Sampler (runtime sampling)
- Pixie (pixel inspection)
- ObjectAlloc, MallocDebug

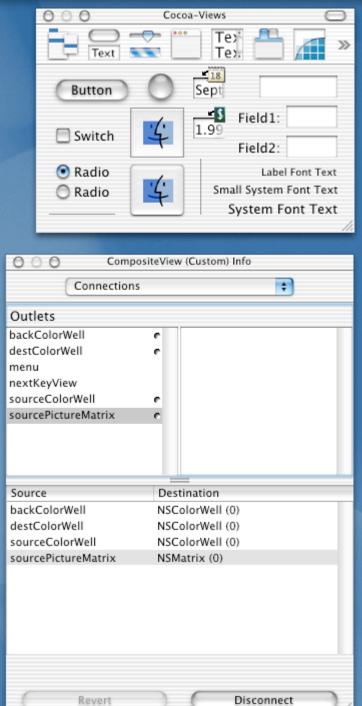
## Object File Format Issues

- Binary format: Mach-O vs. ELF
  - Functionally equivalent
  - Historically divergent
  - Mac OS X development tuned for Mach-O
  - Legacy support for CFM (PEF)
- Dynamic libraries: Dyld vs. dlopen
  - Requires #ifdef or wrappers
  - Semantic mismatch (no \_NEXT)



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# AppleScript Studio

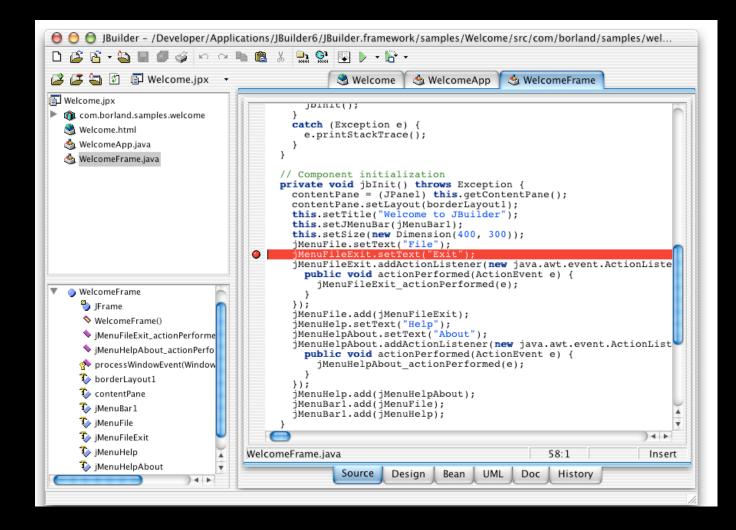
## Create rich, complete applications entirely in AppleScript

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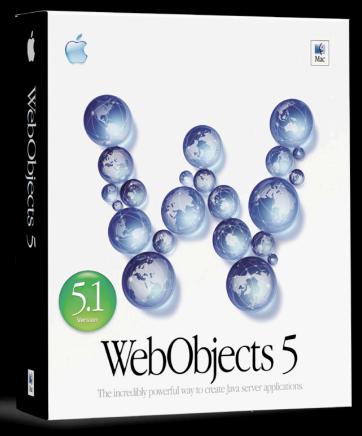
- Rich Aqua widgets
- Cocoa frameworks
- UNIX scripts
- Remote AppleEvents
  - Application control
  - Network workflows
  - Web services
- 'osascript' from command-line

### Third-Party Tools

#### Easy transition for cross-platform Java, Basic, C++



#### WebObjects 5.1 Everything you need to create three-tier applications



- Integrated development environment
- Automated database mapping
- Streamlined page layout
- Graphical user interface design
- Easy Java deployment to J2EE or J2SE servers

#### Darwin Documentation UNIX documentation specific to Mac OS X

- man pages
  - Viewable from Project Builder and Terminal (shell)
- Parts of "Inside Mac OS X: Kernel Programming"
- "Bringing UNIX Applications to Mac OS X"

**Documentation > Darwin** 

developer.apple.com/techpubs/macosx/Darwin/index.html

#### Tools Documentation Mac OS X documentation relevant for UNIX

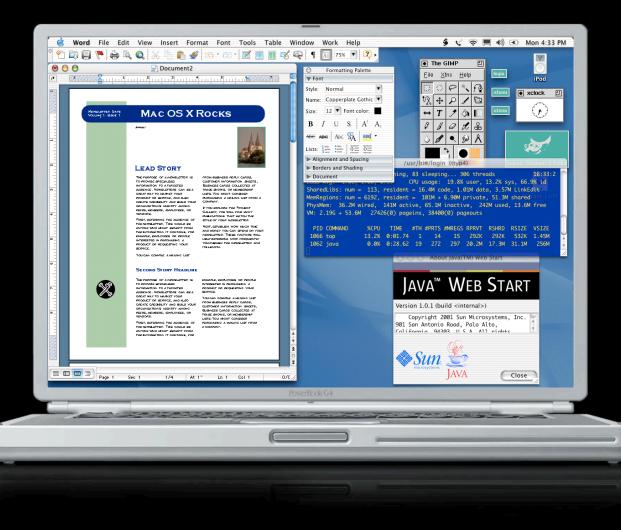
- Developer Tools
  - Compiler
  - Assembler
  - Preprocessor
  - Mach-O runtime architecture

**Documentation > Mac OS X > Developer Tools** 

developer.apple.com/techpubs/macosx/DeveloperTools/devtools.html



#### The Dream Machine



- Mainstream UNIX
- Mac Interface
- Microsoft Office
- Standard Java 2
- Free Tools
- To go!

## Roadmap

404 Tailoring Java Applications<br/>for Mac OS XRoom J<br/>Tue., 5:00pm006 Tim O'Reilly on Mac OS XHall 2<br/>Wed., 12:30pm902 AppleScript Studio IntroCivic

903 Exploring the Project Builder IDE

Hall 2 Wed., 5:00pm

Wed., 3:30pm

## Roadmap

302 Cocoa API Techniques	Hall 2 <b>Thurs., 9:00am</b>		
904 Using Interface Builder	Hall 2 <b>Thurs., 3:30pm</b>		
813 Directory Services	Room C Thurs., 3:30pm		

907 Compiler Developments at Apple

Room J Fri., 10:30am

#### Who to Contact

#### Ernest Prabhakar

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Jason Yeo Mac OS Technology Manager jason@apple.com

Jordan Hubbard BSD Technology Manager Apple Software Engineering jkh@apple.com

http://developer.apple.com/wwdc2002/urls.html

#### For More Information

- O'Reilly, Mac OS X: The Missing Manual
- UNIX Developer Information http://developer.apple.com/unix
- Mac OS X UNIX Downloads http://www.apple.com/downloads/macosx/unix\_apps\_utilities/
- Other places
  - unix-porting@lists.apple.com
  - www.stepwise.com
  - apple.slashdot.org





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